

Marco and Elena Salogni

TWIN RAIDERS



Players 1-2 Time 15' Age 12+

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GOAL

Be the first to collect all the 6 idol tokens.

SET UP

1. Shuffle the 6 Map cards and place them face-up aligned on the table
2. Place the Starter cards at the two opposite ends of the row of map cards.
3. Place the Idol tokens near the play area, creating a supply to have readily on hand.
4. Each player takes 2 Character pawns of the same colour and place them at either side of their Starter card.
5. The player with the Starter Card #1 will be the first to play.



HOW TO PLAY

The game is played in rounds during which a player can do three actions. There are two possible kinds of action:

- Move a Character pawn
- Move a Map card

Beware. It is not possible to move or get around the Starting cards.

Number and order of actions can be decided by each player as they wish.

For instance, a player can move 2 Character pawns and then move a Map card. Otherwise, a player can move 2 Map cards and then 1 Character pawn. Moreover, a player can move three times the same Character pawn.

During their round each player has to try to unlock the access to an Idol by moving one of the Character pawns on top of the Button of the corresponding colour. Then they can use the other Character pawn to reach the Idol. To reach the Button or the Idol, each player has to move through the tunnels or move in the forest at either side of the temple, creating a path moving the Map cards.

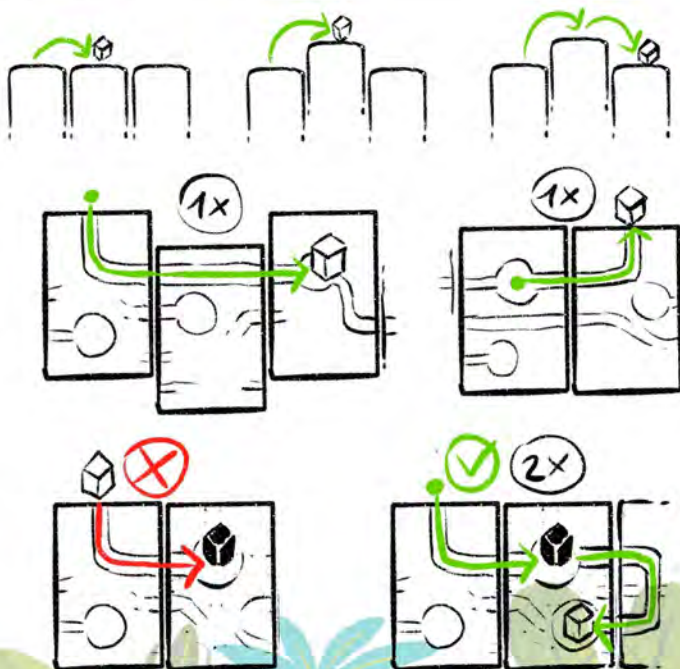
MOVING A CHARACTER PAWN

Moving a Character pawn represents an action.

A single step into the forest area from a Map card to the following card represents an action. Inside the tunnels, the Character pawn moves until it reaches a space with a symbol or until it arrives in the forest area.

With the exception of the forest area outside the Map cards, a Character pawn can not stop where another Character pawn is already present. The pawn can pass over another pawn and continue until it reaches the first free space.

If a player moves a pawn, he can choose to follow any tunnel accessible from the location of the Character pawn or decide to move into the forest, but this will cost a Move action each time the Character pawn goes from a Map card to the following one (in the forest).

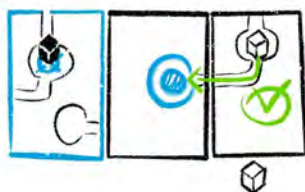
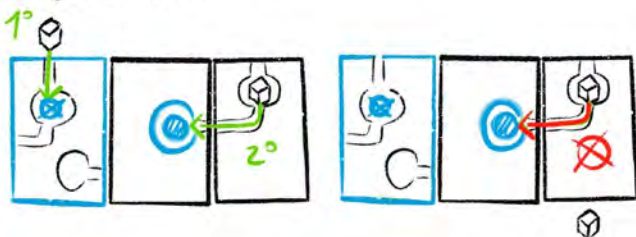


To stop on a space with an Idol symbol, a player needs first to unlock the access to that Idol.

To unlock the access, a Character pawn (either your pawn or the one of your opponent) must be on the Button symbol of the corresponding colour of the Idol.



No matter whether the Character pawn is of one player or the other, if there is a Character pawn on the Button of an Idol any player can get the Idol.



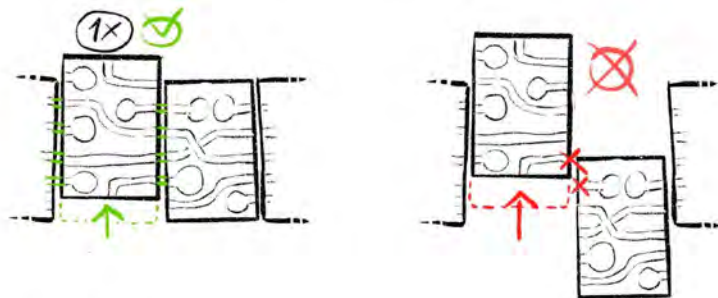
When a player reaches the Idol symbol, they take an Idol token from the supply and keep it close to their Starting card, and move the Character pawn back to one of the initial positions on the side of the Started card or on the symbol in the middle of the Starter card.



MOVING A MAP CARD


Moving a Map card represents an action. The player can move the Map card sideways of one step (A step corresponds to the space between a tunnel and the following one).


A Map card can be moved until it is still possible to have a path going on between the cards. A Map card can not be moved so much that there are no possible paths available.





SKILLS

During their round a player can place one of their Idol tokens (previously collected) on the symbol of an extra Skill on the Starter card and activate the corresponding special Skill. Each skill can be used only once during the game.

+1  - Extra-action: the player can do an extra character pawn move

+1  - Extra-action: the player can do an extra Map card move

 - Your opponent has one action less in the next round

 - Switch the position of your Character pawn with one pawn of your opponent

 - Move a Character pawn of your opponent during your round (using one of your 3 actions)

GAME END

The game is over when one of the players collects all 6 Idol tokens. If the first player collecting 6 Artifact tokens is the player who started first, the opponent can have one last round before the end.

In case of tie, the player who has used less Skills wins.

In case both players used the same number of Skills, the player who started second wins.

SOLO MODE

In this mode the player has to collect all the idols before the temple priest grabs them and kicks them out.

The only player uses 2 Character pawns of the same colour. Place only one Character pawn of a different colour in the middle of the opposite Starter card. It represents the temple priest that wants to kick you out of the temple.

When the player round is over, there are 2 possibilities:

1. The player did not take an Idol token. In this case, the Character pawn of the priest moves 1 Map card forward (towards the player Starter card).
2. The player took an Idol token. In this case, the Character pawn of the priest moves 1 Map cards backwards (in the opposite direction of the player Starter card)

To win, the player has to collect all the 6 Idol tokens before the Character pawn of the priest reaches the player Starter card.

If the Character pawn of the priest reaches the player Starter card, the player is kicked out of the temple.

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